

Amendments To the Claims

1. (Original) A method comprising:

identifying a plurality of states and associated state classes to a state machine;

A2 identifying a plurality of events and associated state transitions to the state machine; and
the state machine creating state objects and a transition map according to the plurality of
states and events.

2. (Original) The method of claim 1 further comprising:

identifying at least one plug-in class to the state machine, the plug-in class configured to
monitor predetermined events.

3. (Original) The method of claim 2 further comprising:

the state machine creating a plug-in object according to the plug-in class, the plug-in
object interacting with the transition map to cause state transitions.

4. (Original) The method of claim 1 further comprising:

identifying at least one state factory to the state machine, the state machine invoking the
state factory to create the state objects.

5. (Original) The method of claim 1 further comprising:

identifying at least one plug-in factory to the state machine, the state machine invoking
the plug-in factory to create the plug-in objects.

6. (Currently Amended) A method comprising:

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extending a base state class to create at least one extended state elassesclass;

configuring a base state machine class to operate with the extended state elassesclass;

configuring the base state machine class to cooperate with a state factory class to create state objects according to the extended state class; and

associating the extended state class with a state.

7. (Currently Amended) The method of claim 6 further comprising:

extending a base plug-in class to create at least one extended plug-in elassesclass;

configuring the base state machine class to operate with the extended plug-in

elassesclass; and

associating an event monitored by the extended plug-in class with a state transition.

8. (Withdrawn) The method of claim 7 in which the base state machine class is

configured to cooperate with a state factory class to create state objects according to the extended state classes.

9. (Currently Amended) The method of claim 7 in which the base state machine class is

configured to cooperate with a plug-in factory class to create plug-in objects according to the extended plug-in elassesclass.

10. (Original) An article comprising:

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a machine-readable medium comprising instructions which, when executed by a processor, result in:

identifying a plurality of states and associated state classes to a state machine;
identifying a plurality of events and associated state transitions to the state machine; and
the state machine creating state objects and a transition map according to the plurality of states and events.

11. (Original) The article of claim 10 further comprising instructions which, when executed by the processor, result in:
identifying at least one plug-in class to the state machine, the plug-in class configured to monitor predetermined events.

12. (Original) The article of claim 11 further comprising instructions which, when executed by the processor, result in:
the state machine creating a plug-in object according to the plug-in class, the plug-in object interacting with the transition map to cause state transitions.

13. (Original) The article of claim 10 further comprising instructions which, when executed by the processor, result in:
identifying at least one state factory to the state machine, the state machine invoking the state factory to create the state objects.

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14. (Original) The article of claim 10 further comprising instructions which, when executed by the processor, result in:

identifying at least one plug-in factory to the state machine, the state machine invoking the plug-in factory to create the plug-in objects.

15. (Original) A system comprising:

a processor; and

a machine-readable medium comprising instructions which, when executed by the processor, result in;

identifying a plurality of states and associated state classes to a state machine;

identifying a plurality of events and associated state transitions to the state machine; and

the state machine creating state objects and a transition map according to the plurality of states and events.

16. (Original) The system of claim 15 further comprising instructions which, when executed by the processor, result in:

identifying at least one plug-in class to the state machine, the plug-in class configured to monitor predetermined events.

17. (Original) The system of claim 16 further comprising instructions which, when executed by the processor, result in:

the state machine creating a plug-in object according to the plug-in class, the plug-in object interacting with the transition map to cause state transitions.

A2 18. (Original) The system of claim 15 further comprising instructions which, when executed by the processor, result in:

identifying at least one state factory to the state machine, the state machine invoking the state factory to create the state objects.

19. (Original) The system of claim 15 further comprising instructions which, when executed by the processor, result in:

identifying at least one plug-in factory to the state machine, the state machine invoking the plug-in factory to create the plug-in objects
